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This semester made me feel better about analyzing the problems in readings. Within the first couple of weeks I had already worked on identifying problems in essays. We worked on the essays about colleges and as a class identified the problems. Then I was able to use what we learned to make a problem of my choice known to the readers. As a reader I think I've always been average at reading but after this semester I got a lot better at analyzing readings. In the future I hope to use everything I learned in this class and apply it to my everyday life if I ever have to write anything as far as a professional email or when reading contracts or anything where applying these methods will be useful.

After going back and looking at my unit one assignments I realized that I made a lot of mistakes with posting and putting stuff in the right place but in the end I was able to figure it out and fix them. The first assignment was about discourse communities and this showed me how to take a problem and address it my audience and this really helped later on the semester because in unit three we addressed another problem to our audience in a multi model text and i was able to use what learned from unit one and apply it my blog that i did in unit three. I did this by addressing the problem in a video with pictures, a voiceover and some text to help my audience understand what I was talking about.

The thing that changed in my writing is my confidence and my focus. This is because once I did the first unit I knew that I would be capable of completing the others and this helped me stay focused on what the assignments were. I always thought I was a decent writer but the more teachers I continue to learn from and use their techniques of learning and writing it makes me a stronger writer. My experience with reviewing assignments in the end ended up being good because it allowed me to fix my essays to get a higher grade. I used the templates in the

major assignments tab to tell me how I should structure my assignments and fixed whatever was asked of me, for example the topic I used in unit 2 opinion essay.

The most challenging thing to overcome was myself because I procrastinate a lot and I'm not into school the way I should be. This resulted in me having to work harder towards the end of the semester to fix assignments. I expected to learn a lot of new things from this class that I would have to apply the old things that I learned the semester before. This was because this English class was a higher level than the one I took last semester. Things I applied this semester that I learned in the last one were artist statements because it allowed me to describe what my writings were about and give my audience an idea of what they were about to read. I also used the ability to catch the reader's attention and keep them invested in what I was talking about instead of being side tracked. Overall I had a really good teacher who helped me all the way to the end and this course ended up being really good. Thanks to my teachers and classmates I had a great time in this class and enjoyed writing this reflection.

Investigating discourse communities

Have you ever been paired up with a group to compete against another team and it felt like the teams were unbalanced? Well that's basically what skill-based matchmaking is. Skill-based matchmaking is a way for games to put players in an online lobby based on similar skill levels to ensure that the match is as fair as possible. The question is how does skill-based matchmaking affect players in the gaming discourse community.

For most people reading this it actually looks fair. It seems like a way for all the games to be fair but what if I told you this wasn't always the case. I myself have had plenty of issues with skill-based matchmaking being effective in games. This often results in players losing matches because either they are placed in a lobby with people too high in the ranking brackets so they struggle to compete or they are placed in a lobby with players lower than them that have a hard time competing.

Here are the cons of skill-based matchmaking. Bad connection is number one because of ping. Ping is how fast your wifi can reach a server and back to your house. So if a server happens to be in a different state or worse a different country it takes longer for your wifi to travel from the server and back to your house. This makes it difficult for players to be put into lobbies based on skill if they are really far from the servers. This normally results in lag which makes it extremely hard to compete in games. While researching I learned that “ Other players at or near your skill level may be across town, across the country, or on the other side of the planet. But with skill-based matchmaking, if you have a hypothetical skill level of 100, and another gamer wanting a game at that moment has a score of 98, it’s incredibly likely that you two would end up in a lobby together.” Another con are the players who don't want to play in skill-based matchmaking systems. This is normally because not all players play games to compete against players who play the game all day. This normally ends up with them getting on the game and then losing over and over because they got put in a lobby with higher ranked players. While researching this I learned that “In most games, skill-based matchmaking remains a part of the matchmaking algorithm and applies to all games, all maps, all matches. Even in an unranked playlist! This leads to isolating casual players when they just want to play for fun, after work or on the weekend for instance.”

Lets not fill this entire thing up with cons because there are also some pros in skill-based matchmaking. One of the pros of skill-based matchmaking is learning. When playing games you will come up against some formidable opponents but eventually you may get better in those lobbies. Now when you are placed in a lobby with lower ranks you become formidable because you are used to playing formidable players. While researching this I learned that “ players should get better over time if playing opponents of the same skill level. This is the same in almost any sport.” This is a true statement made in this article because i myself have lost some matches that if i haven't played i wouldn't be as good as i am today. This is due to getting

experience in what it's like to play someone better than you rather than bulldozing through players who aren't. Another pro is that new players can get on the game and learn how to play without losing every match. This is due to all the higher ranked players being placed in lobbies with each other, which allows for newer players to be placed in a lobby together. Without this most new players would probably quit playing a game because they wouldn't have a chance to compete. While researching this I learned that " skill-based matchmaking helps keep a healthy population of players because not only are high-level or high-skill players often kept in their own matches with relatively equally-skilled players, but when a new player starts the game, they are often in a protected skill bracket." This can go both ways because some players like myself sometimes enjoy going against good players when I'm new because it makes me get better and learn faster but that may not always be the case for every gamer.

So it all comes down to players; maybe a good solution would be giving newer players the option to choose if they would like to play in a lower lobby or higher lobby. Then the players who are ranked higher can just follow the normal skill-based matchmaking rules. This should work out because it would allow players to have fun if they want or play competitively if they want. If the companies were to do anything to benefit one side of the players they would lose a good amount of their fan base. For example if they take off skill-based then the higher ranked players would win all day which they might like but then all the newer players would hate it and stop playing. Games are meant to be fun and fair for everyone; there should never be a time where specific groups get favored by companies. I've seen it happen myself and I've seen it result in players who loved the game to leave the game simply because it's unfair. They try to do things like listen to the community but if your community is filled with higher ranked players then the only votes you will get will be from the higher ranked players and the newer players would continue to get ignored and start to leave the community one by one.

Jones, Jim. "Top 10 Pros and Cons of SBMM in Gaming." GamingTopTens, 27 Mar. 2021, <https://www.gamingtoptens.com/top-10-pros-and-cons-of-sbmm-in-gaming/>.

Byrd, Matthew. "How Call of Duty's SBMM Controversy Divided a Toxic Multiplayer Community." Den of Geek, 20 Oct. 2020, <https://www.denofgeek.com/games/call-of-duty-skill-based-matchmaking-sbmm-controversy-explained/?amp>.

Op ed Opinion essay

Is competition in grade school good for kids?

Did you know that 50.7 million students were enrolled in public elementary schools between 2009 and 2018. All of these kids are subject to competition but is competition in grade school good for kids. Competition is when people or groups go against each other to come out on top. For kids these are usually things like math bees, spelling bees or science fairs and contests. All of these forms of competition are what kids will normally face academically in school. This is often viewed differently by everyone on if it's good to put kids up against each other or bad. This may seem cruel but it usually motivates the kids to try a little harder since they know they're work is being compared to someone else's.

Competition can be looked at as one of the things that make or break somebody. This is because everyone likes to win. As much as we love to win, the sad truth is that we don't always win. This is why competing at a young age is an important step for kids. The older they get they will constantly meet obstacles in which things may not go their way. If someone isn't familiar with competing then losing will hurt a lot more. Where someone who is used to competing will shake it off and try again. According to an article I read it says " The problem with winning constantly is that we will never face our demons and that the hardest part of life is learning how to roll the punches when you think you can't go on." I agree with this because I

have always learned from my mistakes and made peace with the fact that I will make more. If someone isn't used to this it becomes harder for them to succeed.

Whenever kids do work they often do what's asked of them. The only time kids go above and beyond is when they feel like their work isn't good enough. So when they compete it motivates them to want to try harder because they have the fear of knowing that their classmates' work might be better than theirs. While researching I learned that "Healthy competition inspires kids to do their best and not just good enough. I agree with this because I myself have dealt with competition. I always gave it my all even if my all wasn't good enough just because I didn't want my work to be the worst in the class.

Kids are gonna grow up. It's what we all do as humans. If they aren't prepared for what could happen in future it can ruin them. Competition will become more important to them because when they become employed they are already competing. This can be something as small as positions within a job. Companies that sell in the same market compete with each other to come out on top. For kids who are used to being competent this will be no problem but if they aren't used to it this could be bad. They wouldn't know how it feels to compete and they would end up losing a position to someone or someones who are experienced with competing.

Competition for kids should become more normalized as it's a very important step for helping them grow in life and as a person. The solution for this is to allow kids to compete as long as it's healthy. No bragging or purposely making people feel bad. Just training them to work hard and give everything their all. One day all of those losses turn into a win. It is normal to lose. It is also normal for us to want to win but sometimes we have taken some losses so we can learn how to win. We all go through it and I feel like this is why competition in grade school is important for kids.

"Debate: Is Competition Good for Kids?" Debate: Is Competition Good for Kids?,

<https://www.ineos.com/inch-magazine/articles/issue-5/debate/>.

Economy, Peter. "Losing Can Be a Good Thing: Here's Why." Inc.com, Inc., 7 Aug. 2015, <https://www.inc.com/peter-economy/why-losers-often-win.html>.

"The NCES Fast Facts Tool Provides Quick Answers to Many Education Questions (National Center for Education Statistics)." National Center for Education Statistics (NCES) Home Page, a Part of the U.S. Department of Education, <https://nces.ed.gov/fastfacts/display.asp?id=55>.

Multi modal text

My audience are kids currently in middle school or below and I want to influence them that competition is something we all go through in life. I did this by making a blog with some pictures and examples. The examples I use show some of the first forms of Conley we go through as kids. Then using those I build up to what it's like in the real world. The example I used was economic competition because everyone goes through it just by being employed. Our teachers and us students get ranked against other schools. Companies with similar markets for example

chips. There's Doritos, lays, Cheetos etc. all of these companies compete against each other and I want kids to know that. I think my work is unique because I used a topic that everyone could relate to regardless of our age and I used to inform kids that they aren't alone.

<https://drive.google.com/file/d/1jFqWPWul81yshngznB-4VyR3gpeJZSt6/view?usp=sharing>

Revision MultiModal Text

This time around to revise my multimodal text I realized that there were ways I could have made my main idea more clear to my audience. So this time I added my own voice over my blog and pictures so I could better explain it. I also added some light music to keep my audience's attention and if the text were moving too fast they could listen to my voice as I read it out loud.

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<https://www.sciencedirect.com>

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